WWMM Score Four Game

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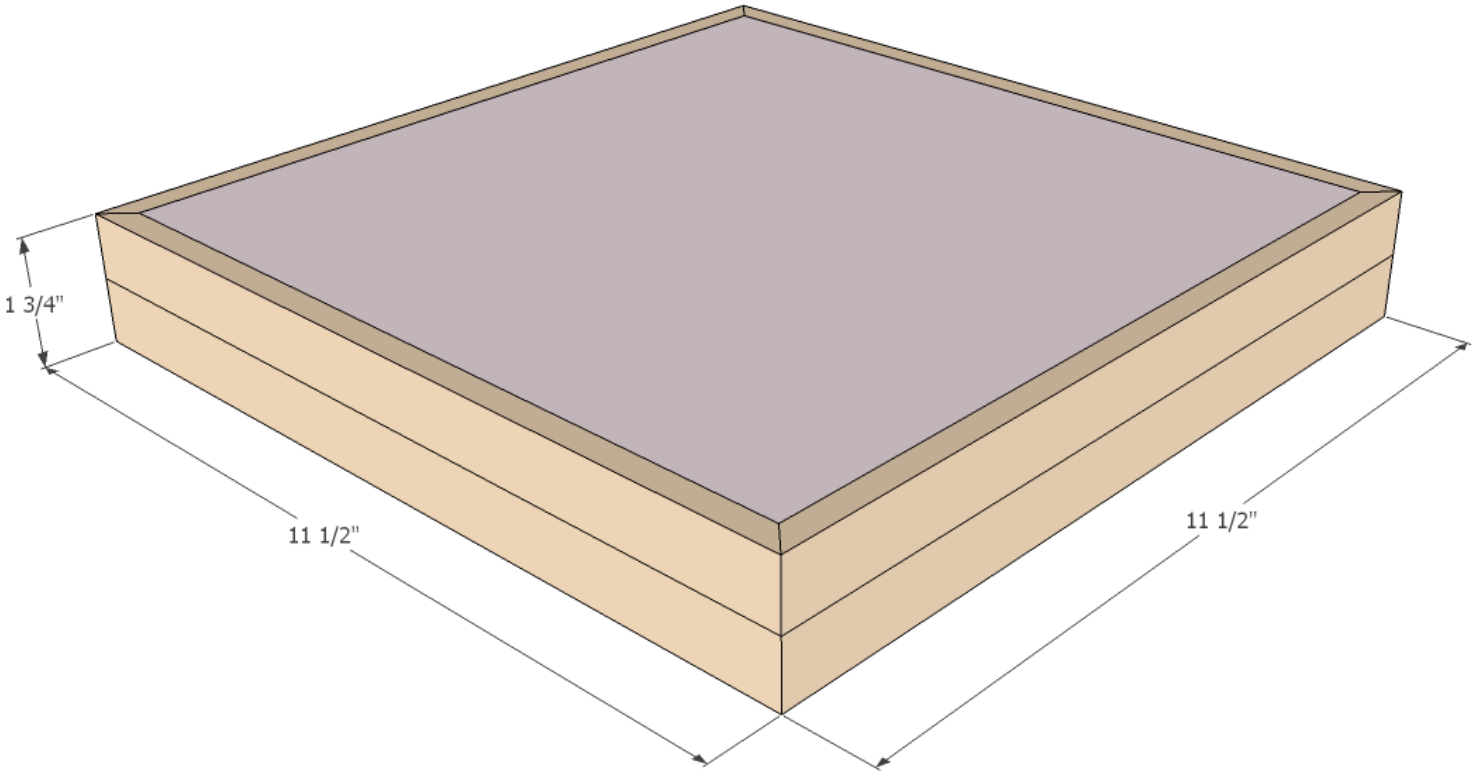

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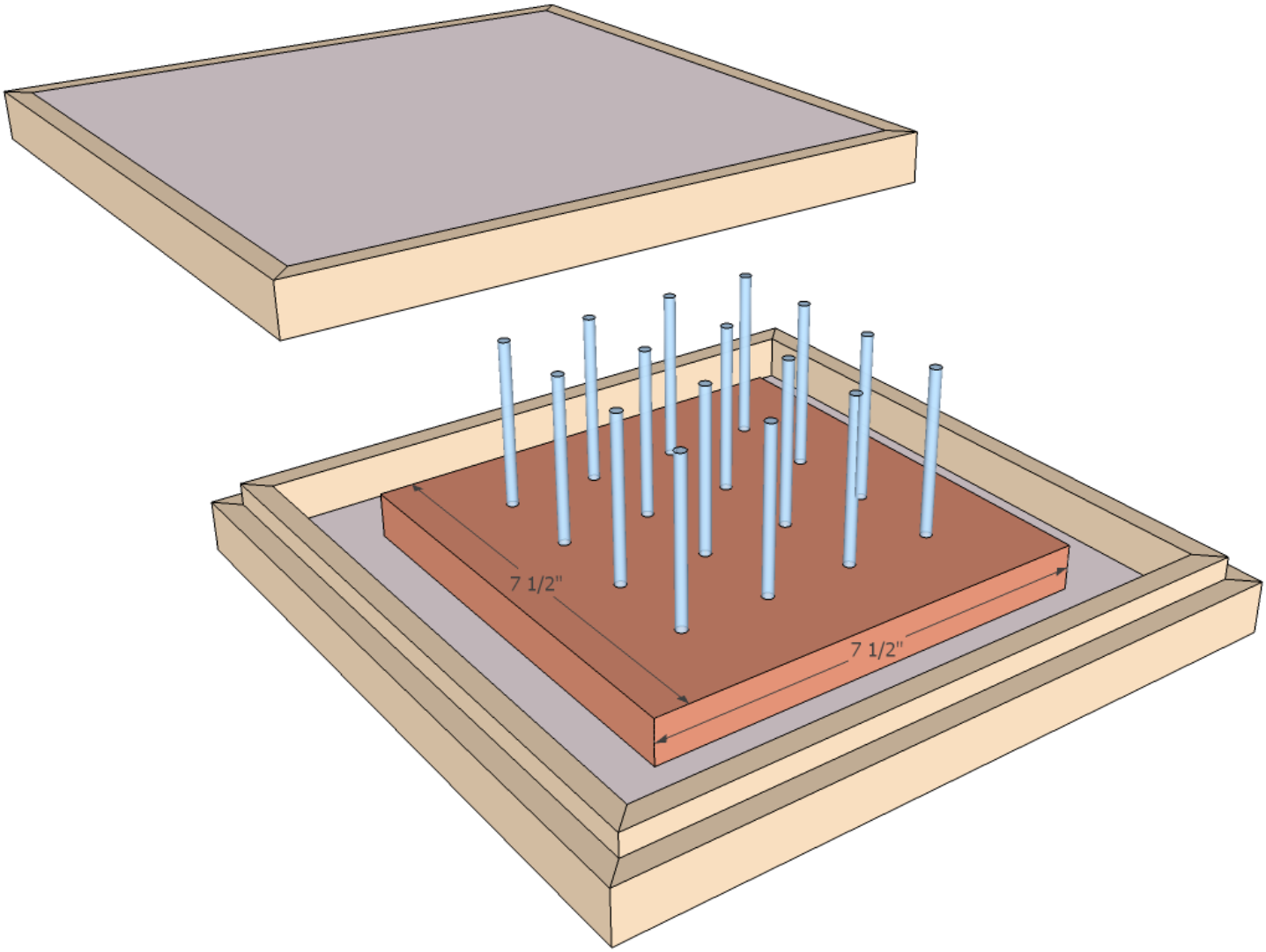

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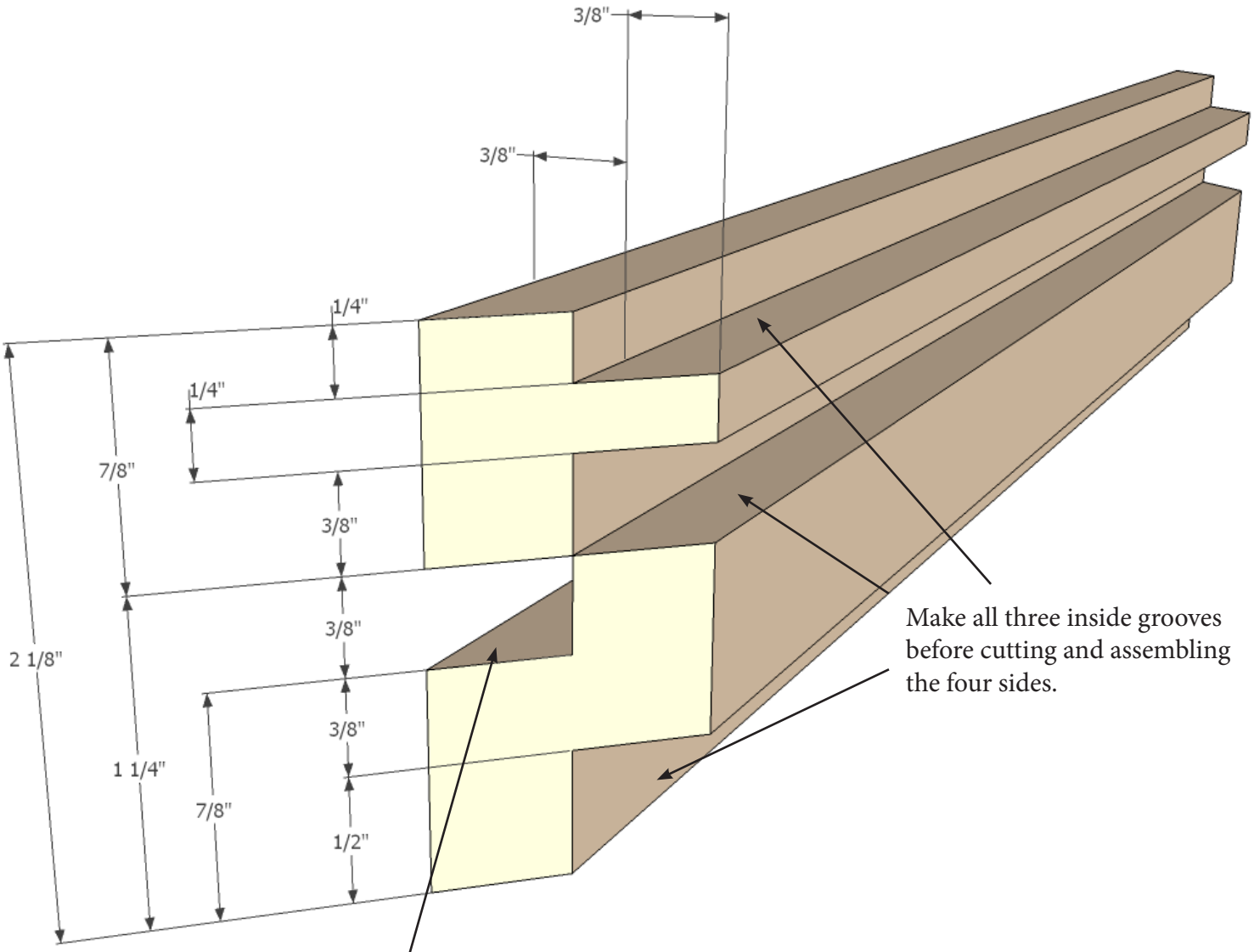

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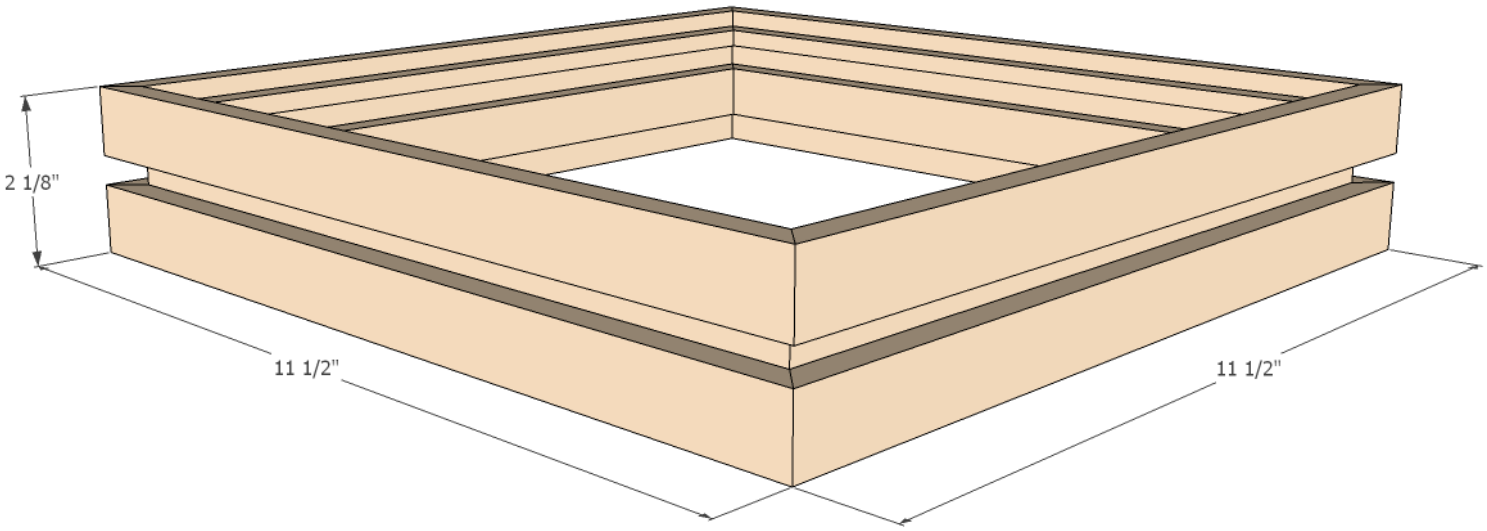
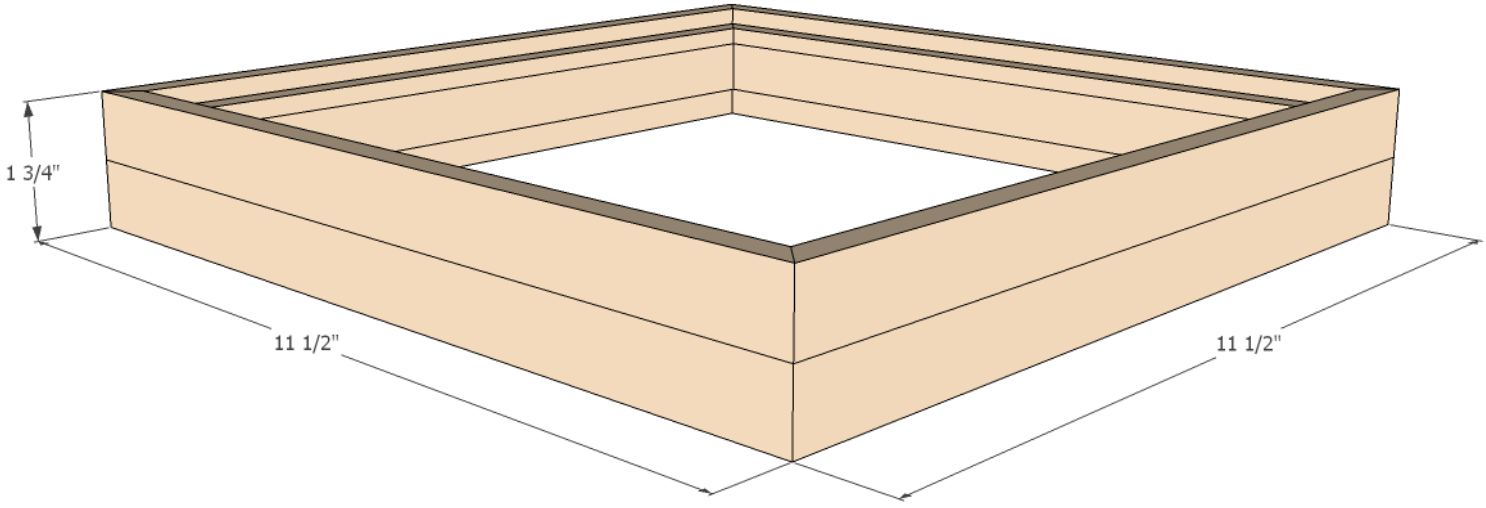


Final groove cut to separate lid



Lid and box nested together

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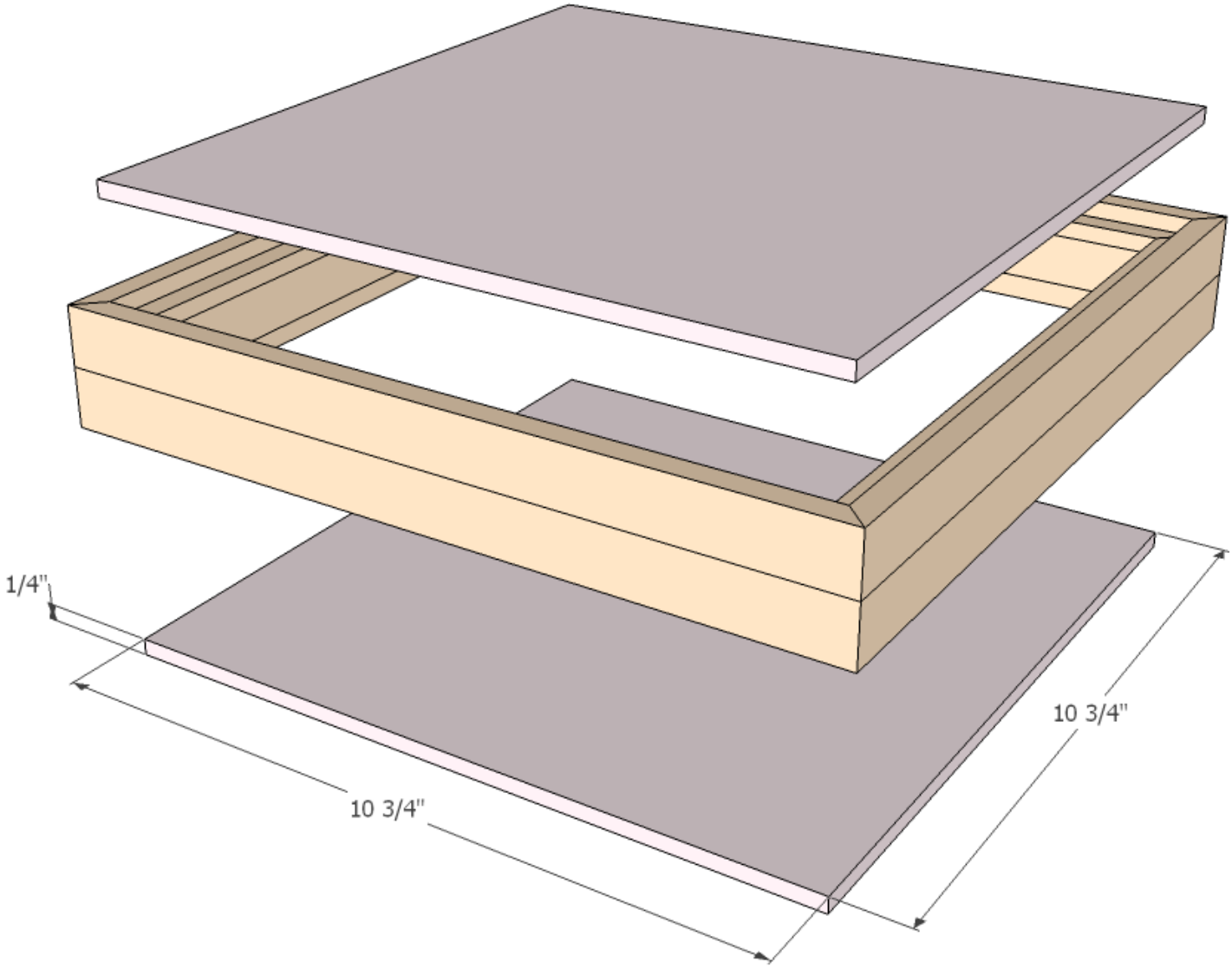

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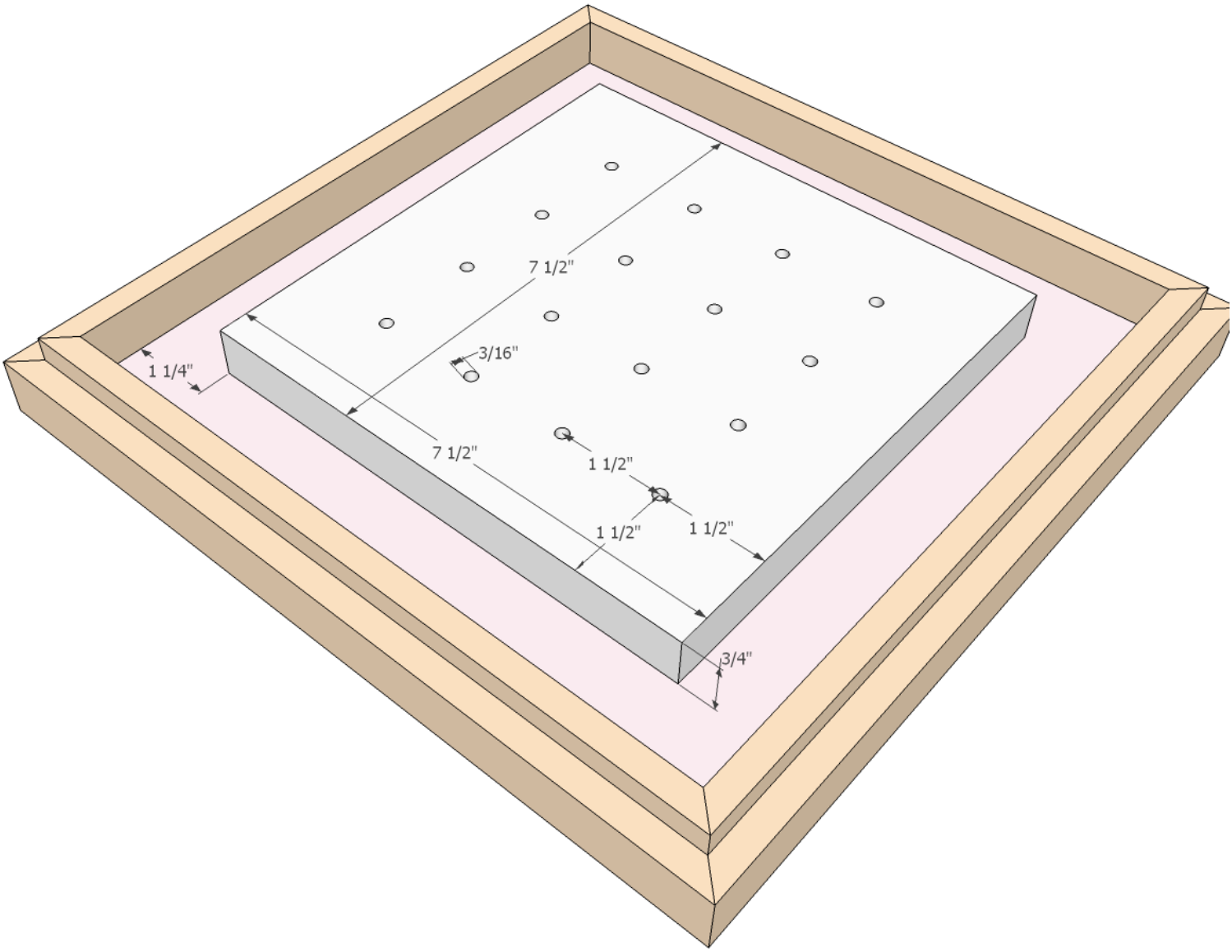

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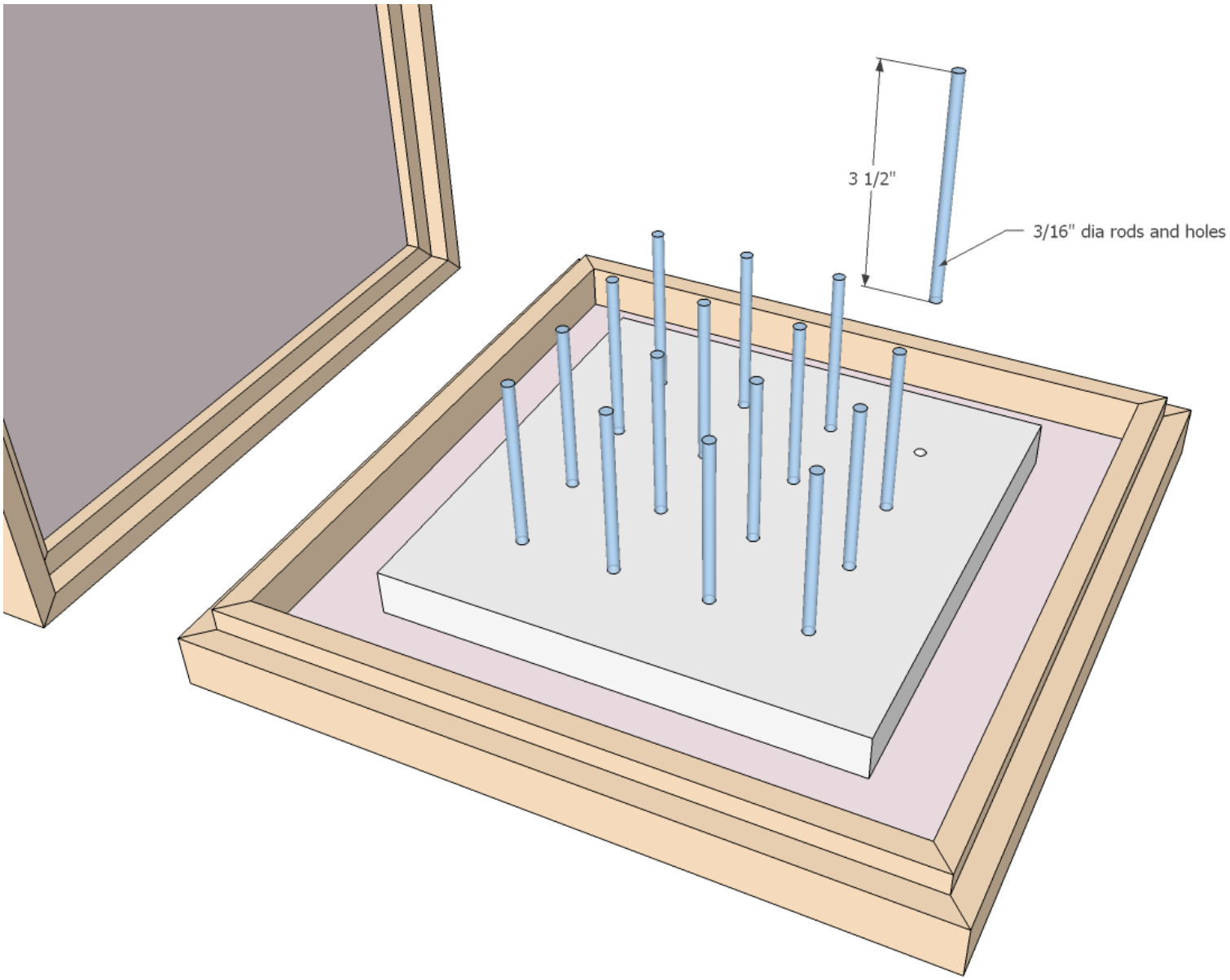
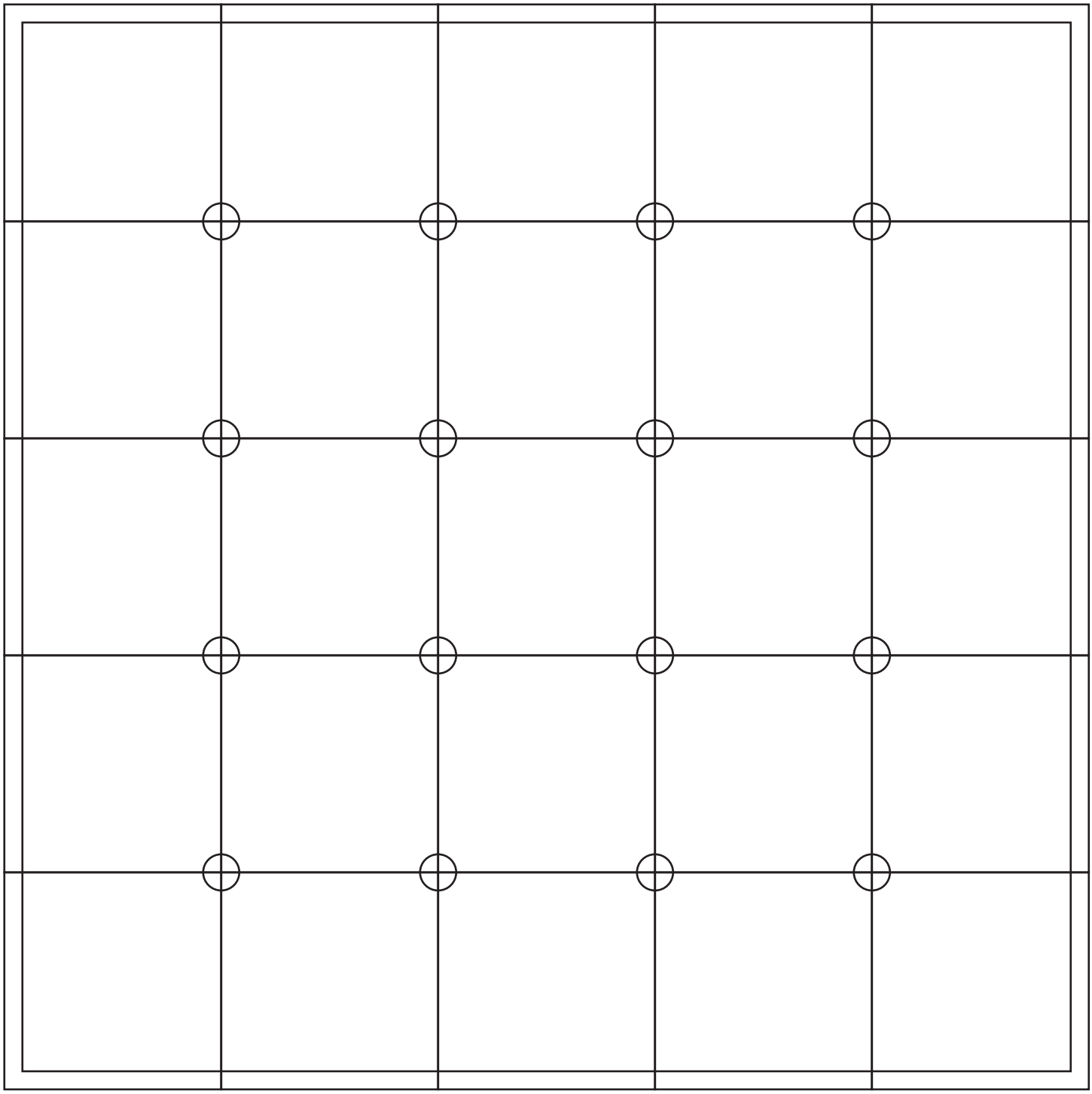


Woodworking for Mere Mortals™

WWMM Score Four Game



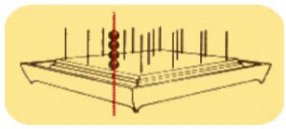
SCORE FOUR™

1

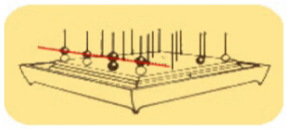
Complete rules for two players, partners, and multiple partnership games

SCORE FOUR is similar to tie tac toe except it is played in three dimensions and is four in a row.

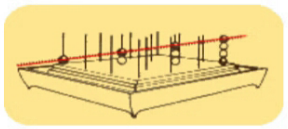
The object of SCORE FOUR is to position four beads of the same color in a straight line on any level and any angle.



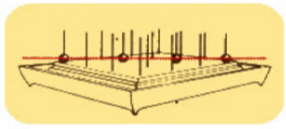
vertical score



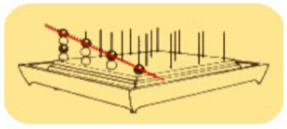
horizontal score



angled diagonal score (vector)



diagonal score



angled score

Firmly insert the pins into the playing surface to insure rigidity.

BASIC METHOD OF PLAY

2

Two Players

After choosing colors and determining which will move first, players alternate moves by placing a single bead over a pin. When a player's hand releases the bead a move is completed. A level need not be completely filled before a player progresses to the next level.

A win occurs whenever four beads of the same color are in a line. The winning player secures his win by saying "SCORE". Play continues if a win goes unnoticed or until a player secures his win. In subsequent games, the loser of the previous game moves first.

Partnership--Four Players

Partners sit in opposite positions with Score Four in the center. Play rotates as players alternate moves by placing light and dark beads. Play begins as in the basic method; however, partners must not coach each other on winning or blocking moves, unless it is mutually agreed between sets of partners that coaching will be permitted.

Multiple Partnerships--Team Play

After dividing into two teams, players sit in alternating positions around Score Four. Play begins as in the basic method. Partnership rules apply.

ADVANCED METHODS OF PLAY

Total Score Method

Play begins and continues past the first score until all beads have been positioned in SCORE FOUR. The highest number of scores secured determines the winner.

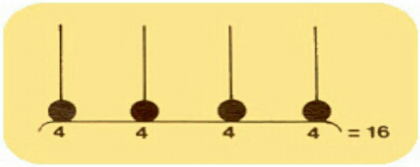
Four Level Counting Method

- Each 4th level bead = 1 point
- Each 3rd level bead = 2 points
- Each 2nd level bead = 3 points
- Each 1st level bead = 4 points

Play continues until all beads are positioned. As each score is made the points are recorded. Points are determined by the position of each of the four beads in the scoring line.

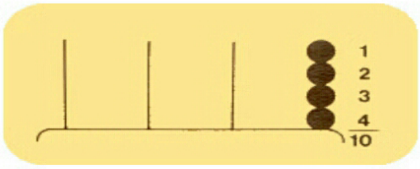
Example 1:

If four beads are all on the bottom (level 1) count 16 points as the total.



Example 2:

If each bead in the scoring line is on a different level 10 points is the total.



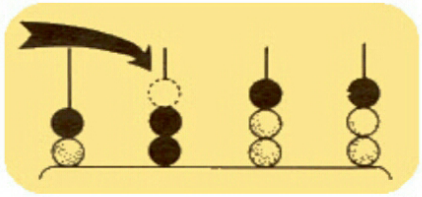
A bonus of 15 points is added to the first score of each game. New games continue until a player accumulates 100 points thereby becoming the winner.

Tournament Method

A tournament consists of three games. Winner of a tournament is the first player to win two of three games. In championship play, winners continue tournaments until one becomes champion.

PLAYING TIPS

Skill will develop as a player becomes more experienced. Try to arrange bead so that opponent will become Score Locked. Score locked is having two possible winning lines so opponent cannot block both with one bead.

Example:

If dark moves here, light cannot stop a dark score on next move.